

HOW TO ENJOY GAME MUSIC VIDEOS.

IWAO OTSUKA

The background is a light green gradient with several darker green vertical stripes of varying widths. A thin, light-colored diagonal line runs from the top right towards the bottom left, intersecting the stripes.

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Limitations and problems of game music videos. Measures to mitigate them.

Watching game music videos. What are some of the challenges it poses as a hobby?

Conclusion.

Evaluation of video. How high it is. Its greatness. Its overall summary.

Reference.

Game music videos, including information on accounts on Youtube that I recommend for providing videos.

Related information about my books.

All the books I've written. A list of them.

The contents of my books. The process of automated translation of them.

How to enjoy game music videos.
Iwao Otsuka

Introduction.

Purpose of this book.

To introduce to the world the beauty of game music videos as moving works of art.

To explore evaluation methods for game music videos.

To establish a perspective for analyzing and critiquing game music videos.

Specific examples of game music videos.

The following will be used in this book

The Idolmaster Million Live! Theater Days.

Its official videos.

Play videos by its game users. Its high-resolution videos. Its 4K60fps resolution videos.

How to proceed with the research.

(1)

Generalization of the content of the analytical viewpoint. Scooping up the supernatant of the analytical viewpoint from specific examples.

Classification of video types. Clarification of the analytical viewpoint.

Systematization of the content.

While watching the actual videos one by one, list as many points as you can think of on the spot, classify them, and organize them into a summary form.

(2)

Things to keep in mind when conducting your research.

Assignments of characters and costumes change from video to video, even for the same song, depending on player preferences and settings.

The number of people in each video may vary. Some are small, some are large, and some are all.

There are two types of videos: regular videos and special appeal videos.

There are two types of videos that can be viewed on the Internet: the official videos of the game management company and the original play videos of the players. There are no official videos for some songs.

The individual evaluation of each song changes depending on the changes in character and costume, and is cumbersome to do as it is. The way to do this needs to be devised. For example, the evaluation target should be fixed to official videos. In terms of screen resolution, the player's own videos are more impressive.

(2-1)

Variable elements in the music.

Characters in the song. Costumes for each character. Singing voice linked to the character.

(2-2)

Invariable elements in the song.

Stage equipment. Stage direction. Music. Lyrics. Singing melody. Dance choreography and body movements.

Current issues.

The interest of existing game users is skewed toward characters, voice actors, songs, lyrics and costumes. In spite of the fact that the mechanisms of the stage, the movements of the characters' facial expressions, choreography, dance movements, and camera work, which are the core of moving image expression, are quite elaborate, game users are not very interested in them. Game users are so absorbed in character game scenarios, music game scoring, and chasing voice actor live performances that they don't pay much attention to video expressions and are not aware of the high level of video expression.

The demand for game music videos is currently low. The resolution of official videos is so low that it is difficult to see the contents, and it is also difficult to identify the contents. It is difficult to view and evaluate them based on the official videos.

High-resolution game music videos are overwhelming in their sheer beauty. They are like moving works of art. They are made with a high level of detail and perfection. Anyone can realize this by watching these videos. It is desirable to watch game music videos in high-resolution 4K video. In order to popularize the excellence of video, game operators should be encouraged to actively release or download and sell official high-resolution videos such as 4K60fps videos. It is necessary to achieve this.

General Comments

Points to look forward to. Summary.

The dance movements of each character are 100% perfectly aligned by taking advantage of the computer's capabilities. You will be able to enjoy the perfect group dance, which is truly unlike that of a flesh-and-blood human being. Each character can also perform separate concurrent and interactive movements as needed.

The dance gestures of each character are very feminine, with closed inner thighs, which is attractive to men.

The dance choreography of each character is dynamic and matches the song and lyrics. The live dancers dancing to the choreography are very skillful. Each character's face has its own personality, and the large number of characters makes each one fun to watch.

The design of each character's face and eye expression is unique, smart, clean, clear, beautiful, cute, and feminine.

Each character's voice is distinct, even when recorded separately, and each character's voice is unique, pleasant, and cute.

The costumes of each character are diverse, gorgeous, beautiful, and elaborate, and like the movements of the body, they are so realistic that you feel as if you are watching them on a real person.

The movements of the fingers, feet, and hips of each character's computer-generated dance moves perfectly replicate the movements of a real human being, with a very high degree of perfection and quality.

The creation of the stage for the dance is daring and over-the-top, something that could never be done without an artificial screen. The stage lighting is unrealistic and just beautiful.

The music is diverse, and you can enjoy various types of music, from harmonious to serious.

By making the idol a virtual character rather than a flesh and blood person, any fan can freely connect with and monopolize the idol.

The character's face and facial expressions, singing, physical movements, and costumes are all generated by experts in their respective fields, with a complete division of labor to achieve best practices and ultimate perfection in character creation. The characters are sexually attractive and inviting. At the cost of the division of labor, characters are virtual, making it impossible for them to be flesh and blood. At the same time, this has resulted in the virtualization of the stage and equipment, and the creation of the stage has been freed from physical and financial constraints, and has become a dynamic, large-scale facility, full of fun gimmicks, gorgeous, and wonderfully done.

There are many characters with diverse personalities, and viewers can freely choose their favorite combination of characters, dress them in their

favorite costumes, and thereby realize their favorite stage and singing. The physical movements of the characters can be faithfully recreated by the computer, either by accurately capturing the movements of real live dancers, down to the smallest of fingertips, or by having the designer make corrections to the results. The facial expressions of the characters are sequentially created by the designer to match the music and lyrics, and the computer is able to reproduce everything properly.

Recommended analysis for each video.

Characteristics of the music.
Characteristics of the stage.
Characteristics of the character appearances.
Characteristics of character costumes.
Characteristics of character placement.
Character expressions.
Characteristics of character dance choreography.
Characteristic of dance dynamics.
Characteristics of character singing.

Evaluation of actual videos. Sample cases.

Series name of the video to be evaluated. The Idolmaster Million Live! Theater Days.

Starry Melody

<https://www.youtube.com/watch?v=4IORlm3VBfs>

Characteristics of the tune. It is in the major key, and is bright throughout. It

is relatively calm, but the second half is quite lively.

Characteristics of the stage. It is designed to be performed at night. The lights that illuminate the stage brighten and darken. Several huge stained glass windows in the background shine brightly in a row in a Western design.

Character appearances: five characters in a horizontal line.

Character costumes. In the video I watched, the costumes were different for each character, with elaborate Western designs, beautiful, and generally gorgeous and cute.

Character placement: The five characters are arranged in a triangle with the main character in the foreground.

Character expressions. The characters' facial expressions should be bright and calm throughout the performance.

Character dance choreography. Large hand gestures, active movement with body rotation, and drawing of a star-shaped symbol at the end.

Characteristics of dance dynamics. It should be quiet at first, but become active in the middle, and then remain so.

Characteristics of character singing. Each character should sing in a bright, clear voice. There should be two parts: one where each character sings alone and one where all the characters sing together.

Summary of evaluation.

The characters' clothing should be clean and beautiful. They should be colorful, have a variety of patterns, be impressive to look at, and be beautifully and perfectly finished down to the smallest detail. The variety of colors and designs of the beautiful clothes and hair ornaments for each character is wonderful, combining diversity, beauty, cuteness, splendor, and realism. That the characters' outfits are very cute, beautiful and attractive. The movements of the characters are perfect in terms of detail, to the level of a real human being. Variety of movements, so you will never get bored. The character's movements are very active, reproducing a high level of athleticism and physical ability, and both detailed and bold movements are skillfully created and fun to watch. It was wonderful to see how the movement gestures were perfectly linked to the music and lyrics.

The facial expressions of the characters are very lifelike. The movements of the eyes, eyebrows, and mouth are so realistic that they look like real live singers, yet they are deformed in a cute and beautiful design that you will never get tired of watching them over and over again. The expressions on the characters' faces realistically express real emotions such as joy, seriousness, and kindness, drawing you deeply into the world of the songs. The dialogue between the characters is well thought out and expressed with well-crafted combinations of gestures, making it realistic, fun, and engaging.

The construction of the stage is a large-scale, innovative device that looks very beautiful and gorgeous, and the lights and structures shine smoothly and rigidly like crystal, so that no matter how many times you see it, you will never get tired of it.

The singing of the characters is very well controlled, and their voices are beautiful, with a wide range of voice bandwidth, and they are able to follow and express the content of the songs and lyrics in a stable manner, which is indeed the work of professional voice actors and singers who specialize in voice. In the videos where multiple people appear, you can enjoy the various individual voices of each character without worry, and you will never get tired of listening to them because they are so expressive. The singing of the characters changes in a variety of ways to match the songs, so you will never get bored.

The camerawork, with its diverse, innovative, and surprising perspectives, sometimes zooms in as close as possible to show the excellent work of the stage and the gestures and expressions of the characters, and at other times, from a bird's eye view, rapidly and surely approaches the center of the point where the singing is taking place.

The overall composition of the stage and the arrangement of the multiple characters is highly harmonious.

Liar Rouge

<https://www.youtube.com/watch?v=MmpGjalFu6o>

Characteristics of the music. It is in a minor key and is dark throughout. The music is relatively calm, but sometimes fluctuates unsteadily in pitch,

and the second half is quite lively.

Characteristics of the stage. Bright, constantly fluctuating beams of light.

Ultra-modern red structures are prominently placed all over the stage. The front of the screen has its own ward.

Character appearances: five characters in a row, divided into front and back rows, with the main character in the center of the front row.

Character costumes. In the video I watched, the main character in charge of solo singing was wearing an elaborate Western-style costume with a beautiful, mature and sexy look that was very noticeable.

Character placement: the five characters are constantly moving around the stage in small increments while remaining in a row in front and behind each other.

Character facial expressions. The main character who sings solo should have a serious, serious expression on his face throughout the song.

Character dance choreography. The character repeatedly moves and rotates on the stage in small increments while maintaining a relatively calm atmosphere.

Characteristics of dance dynamics. No large fluctuations, maintaining a relatively calm state.

Characteristics of character singing. One main character sings in a clear, mature voice, in a solo style throughout, occasionally raising his or her voice.

Summary of Evaluation.

That the gestures made by the characters are smart, sophisticated, and subtle in their emotional expression throughout, and that the gestures at the end of the song are particularly surprising and interesting.

That the character's costumes and their movements are very sexy, innovative, and attractive, beautifully and breathtakingly expressing the beauty of the character's body lines and limbs.

The character's body movements are smooth and lovely throughout, full of a high degree of athleticism and beauty.

The character's facial expressions are able to reliably express the constant swings and fluctuations of deep emotions, such as toughness, seriousness,

and emotional distress, through a precise chain of movements of eyebrows, gaze, and head shaking. It faithfully reproduces the movements of the human psyche, giving a strange and wonderful feeling of being alive, despite being a virtual being.

That the changes in the characters' voices are unexpected and exquisite, full of reproducibility of flesh-and-blood emotions, clear and beautiful. It is full of mature and adult charm throughout, and time passes quickly.

The construction of the stage is unrealistic, with a sense of unknown surprise, like a sense of the future, and the colors are novel and glittering, combining cleanliness, cleverness, complexity, and a high level of construction, which is wonderful. The light and the expression of the unique boundaries are soft, dazzling and beautiful.

The angle of the camera work changes constantly and diversely from moment to moment, and I never get tired of it. The camerawork was able to capture what the viewers wanted to see continuously and without leaking, with a high degree of perfection and satisfaction.

Set fire to a jittery heart.

<https://www.youtube.com/watch?v=utClLPShrwk>

Characteristics of the song's tone. It should be in a minor key and dark from beginning to end. It should be quite lively in the second half.

Characteristics of the stage. The light that illuminates the stage in a faint yellow color changes its brightness and darkness significantly as the song progresses. The entire stage is covered with intricately shaped solids, mostly straight lines. Large, bright flames burning conspicuously outside the background windows and spouting randomly from behind and in front.

Characteristics of character appearances: five characters in a horizontal line.

Character costumes. In the video I watched, each character was dressed in a different, elaborately designed Western-style costume that looked beautiful, mature, and sexy.

Character placement: The five characters are lined up in a straight line throughout the video, but at the end, they change to a group style.

Character expressions. The main character's expression is serious, determined, and determined throughout.

Character dance choreography. The characters all dance together throughout the performance in a dance that emphasizes sexual attraction, with subtle clapping, spinning and vibrating movements.

Characteristics of dance dynamics. The main characters should perform large, decisive, and clear movements throughout. A final, impressive movement to conclude the entire dance.

Character singing characteristics. Each character should sing solo and chorus in turn, in a clear, mature, and beautiful voice.

Summary of evaluation.

The scorching heat of the stage backdrop, full of the intensity of the erupting flames and the unstable, primal emotions they bring, was definitely expressed beautifully. That it reflects and expresses the strength of the character's inner passion.

The darkness of the stage and the brightness of the spouting flames created a strong contrast in expression, and succeeded in creating a strong stimulus, impression, and impact on the audience.

The unique splendor of each character's costume is highly noticeable, and is filled with a high degree of novelty, perfection, beauty, individuality, and appeal. The distinct differences in the costumes of each character make for a variety of colors and designs, as well as a variety of combinations.

The darkness of the entire stage, the intensity of the flames, the sharpness of the main character's gaze, the strong and decisive voice of the character, the severity and harshness of the character's expression, the expression of the character's physical movements such as decisive and fast neck and arm swings, and the expression of the character's psychological inner emotions and strong determination and will are highly realized through the simultaneous combination of these multiple expressions.

The coordination of the small movements of the arms, hands, fingertips, shoulders, and hips of multiple characters is highly effective in expressing the sexually dangerous seductiveness of each character, the essential fear of women that lies behind it, and the deep darkness inside. This is steadily captured by the camerawork, which constantly crosses between each character singing, and continues to make detailed and perfect 360-degree turns around the bodies of multiple characters.

The video is quick to watch and keeps the viewer excited and highly interested from start to finish, with no sluggishness or boredom throughout.

Dream Traveler

https://www.youtube.com/watch?v=T9vJkxpG_HI

Characteristic of the tune. Major key, bright and sunny throughout. It is relatively calm, but the second half is quite lively.

Characteristics of the stage. The lights are bright all the time. Simple and modern design with light grayish colors. Many gimmicks of brightly twinkling stars in various colors are placed, and the cute rocket gimmick moves.

Character appearance features five characters in a horizontal line.

Character costumes. In the video I watched, all of them were dressed in black, mainly Western-style formal and elaborate costumes with the same design, which were clean, generally heavy and soft, and looked very impressive in front of the bright stage background. All of them are wearing black tights with a translucent look.

Character placement: the five characters are basically lined up in a horizontal line, but during the song, each character moves back and forth individually.

Character expressions. All characters' facial expressions are bright and cheerful throughout the song.

Characteristics of character dance choreography. A series of lively, lightly bouncing dances by each character, and large gestures and hand gestures with outstretched fingers, continuously give the entire stage a gorgeous and bright energy.

Characteristics of dance dynamics. Large gestures and hand gestures that utilize the arms and fingers, and athletic, active movements such as bouncing on the legs, performed in sequential succession.

Character singing features. Each character, especially the main character, should sing in a bright, clear voice with a clear feeling. The performance should be divided into two parts: a solo part for each character and a chorus part for all characters.

Evaluation Outline.

Multiple characters, all wearing matching black costumes that are heavy and soft from the body to the feet, and all dancing together in a light, buoyant, and cheerful dance with repeated spring jumps, should be very interesting to watch and keep you interested until the end.

The entire stage is unified in a bright gray tone, which is in harmony with the unity of the black costumes worn by all the characters and the unity of the characters' movements in unison.

The continuity of the characters' gestures, full of a sense of scale and dynamism, the persistence of the cute cheerfulness of the characters' expressions, the content of the lyrics that cheerfully sings of hopes and dreams coming true, the content of the bright music that has a warm and thick sound from beginning to end based on the major key, the colorful and brightly shining stars in the background of the stage, and the gimmicks and the brightly shining stars in the background of the stage. The gimmick of the stars shining brightly and colorfully in the background of the stage, and the gimmick of the high-speed ascent of the cute rocket by the successful rotation and jetting make the video content bright and positive from beginning to end, and the viewer can strongly feel the hope for future success and the positive spirit of challenge, making the viewer's psychology energetic, cheerful, and positive. It also makes the viewer's psyche energetic, upbeat and positive.

The alternation of singing by the different characters, the diversity of voice qualities brought about by the alternation, and the skillful and unexpected way in which each voice actor or singer controls the singing and uses his or her voice are fun to listen to, and you will never get tired of listening to them.

The camerawork shows the front, side, and back of the characters alternately at the timing of the delivery of the songs, creating a variety of viewpoints from beginning to end, and at the end, as the songs progress, you can enjoy the entire stage and the costumes and movements of all the characters with a sense of unity, allowing you to enjoy both diversity and unity at the same time.

The camera work is capable of pinpointing and zooming in on the detailed, characteristic, bouncy, and dynamic movements of the hands, fingertips,

and toes of each individual character, so that you can enjoy both the large scale of the music, the stage composition, and the characters' dancing, and the skillfulness of the characters' detailed movements, all at the same time and in succession.

Evaluation points for the story of the game music video.

Rating points where viewers judge the story of the game music video as interesting, intriguing, or boring.

Some viewers exclusively like fun, loose, and heartwarming stories, while others prefer serious, dynamic, and combative stories as interesting and do not accept loose stories.

The following table summarizes the story evaluation points by viewers, which can be used as a reference for the classification of viewer types, extracted from evaluation expressions found on Internet bulletin boards, etc., and categorized into four factors based on the author's subjectivity.

The subject of the evaluation.

The content of the lyrics and the story.

The atmosphere of the music, stage direction, and characters' movements and expressions. The timeline of the story.

Classification of evaluation points. Simplified version.

1

Positive-negative.

(1-1)

Fun. Feeling upbeat.

Anger. Sadness. Feeling down.

(1-2)

Being cheerful.

Being gloomy.

(1-3)

Good intentions. Good people. Being righteous.

Being malicious. Being a bad person.

(1-4)

Honesty. Truthfulness.

To be full of intrigue. Treacherous.

2

With or without a sense of excitement.

(2-1)

To be loose. To be relaxed.

Being tense.

(2-2)

Being stationary. Being relaxed.

To move well. Busy.

(2-3)

Peaceful.

Having a battle. There is killing and wounding. Destruction.

(2-4)

Being trivial. To be funny. To have gags.

Seriousness. Serious.

(2-5)

To be reassuring.

To stir up anxiety.

3.

Good story or not.

(3-1)

Must be warm. Heartwarming.

Cold. Chilling.

(3-2)

To be moving.

To be cold. Absent-mindedness.

(3-3)

To be humane. Wet.

Business-like. Dry.

4

The passage of time.

(4-1)

Time, the plot does not advance.

Time, the progress of the plot.

(4-2)

Not growing.

To grow.

(4-3)

To be routine.

To be special. Occurrence of extraordinary events and incidents.

(4-4)

Being usual. Repetition. Endlessness.

To have a last part. To be complete.

Classification of evaluation points. Detailed analysis version.

What is the source of enjoyment?

A.

Overarching concept. Overarching concept. Superordinate concepts.

1.

Top-level concept. The first superordinate concept.

Enjoyment.

2.

Top second overarching concept.

(The viewer's side.)

Attractiveness. Nice. Stunning.

Satisfaction. Fulfillment.

Pleasantness. Pleasantness.

(The creator's side.)

Competence. Competence. Goodness. Skillfulness. Prowess. Smartness.

Appealing. Superiority.

3.

The top third overarching concept.

(The creator's side.)

Expressiveness.

Perfection. Perfection. Quality.

The degree of workmanship. Degree of devotion.

(The viewer's side.)

Interestingness. Strength and depth of interest. Degree of engrossment.

Stimulation. The power to draw you in. Exquisiteness. Impact. /

Boringness. Disappointment. Banality.

Empathy. Agreeing. / Disagreement. Disagreement.

Emotionality. To be moved by. / To be impressed.

===

B.

The concept of an object of expression.

The content of an expression. The thing to be expressed.

The existence of a dichotomy. The existence of preferences by producers and viewers.

(1)

Altitude. / Low threshold.

Difficulty. / Ease. Simplicity. Being possible.

Depth. Profundity. / Shallowness. Reachability. Reachability.

Complexity. / Simplicity. Simplicity.

(2)

Temporality. Timeliness. The passage of time. / The same at all times.

Everydayness.

Freshness. Novelty. New discoveries. Futuristic. Future potential. /

Following precedent. Traditionality.

Change. Unexpected developments. Surprise. / Constancy. Eternity.

Persistence. Continuity. Insatiability. Longevity in use. / Short-livedness. Fragility.

Stability. / Instability. Harshness.

(3)

Maturity. Maturity. / Immaturity. Childishness.

First time. First time. Inexperience. Unfamiliarity. / Experienced. Familiarity.

Purity. Being in a box. / Hybridity. Impurity. Being worn out.

(4)

Preciseness. / To be inaccurate.

Targetedness. Pinpoint accuracy. Accuracy. / To miss the mark. To be off the mark.

Certainty. Reproducibility. / Unrepeatability. Being a one-off.

Ability to cover. Comprehensiveness. Omnipresence. Being all. / Partiality.

The power to control. Controllability. / Uncontrollability.

Smoothness. / Being stuck.

Steadiness. / Skipping. Omissionality.

Sense of security. / A sense of insecurity.

(5)

Truthfulness. Truthfulness. Realism. / Being a lie.
Rawness. / To have been processed. Processed.

Liveliness. Vitality. / Machine nature. Artificiality.
Organic. / Inorganic nature.
Naturalness. / Artificiality.

Virtuality. Unreality. / Realness.

Intrinsic nature. Essentiality. / Superficiality.

Loyalty. Being loyal. / Betrayal.

(6)

Sociality. / Antisociality. Asociality.
Cooperativeness. Sociability. / Refusal to socialize. Isolation. Individual
behavior.

(7)

Simultaneity. / Linkage. Temporality.

Identicality. Agreeableness. / Contradictoriness. Contradictoriness. Conflict.
Opposition.
Ambivalence. Presentation of both sides. / Presentation of only one side.

Selectability. / Uniqueness. The absence of choice.

(8)

Beauty. Beauty. / Desolateness. Ugliness.

Goodness. To be righteous. / Being bad. Badness.
Transparency. To be clear. To be pure. / To be cloudy. To be dirty.

(9)

Harmoniousness. / Disharmony.

Unity. To be matching. Uniformity. / Diversity. Individuality. Colorfulness.

Collectivity. Collectivity. Togetherness. / Individuality. Discrete.

Friendliness. Being good friends. Peacefulness. / Confrontation.
Aggressiveness. Combativeness.

Constructiveness. Composability. / Disjointedness. Destructiveness.

Controllability. / Freedom.

Belongingness. / Independence.

Supremacy. Superiority. / Subordinateness. Inferiority.

Victorious. / To be defiant.

Bullishness. / To be weak.

To dominate. To oppress. / To endure.

To protect. / Loyalty.

To be domineering. Overbearing. To be condescending. / To be humble.

Unilateralism. / Mutual.

Subordination. Slavery. / Independence. Self-governance. Resistance.
Criticality.

Aggression. Aggressiveness. / Interceptiveness. Defensiveness.

To be active. / To be passive.

To be sadistic. / To be masochistic.

(10)

Aggressiveness. / Passivity. Regressiveness.
Positivity. Hopefulness. / Hopelessness.

(11)

Wonder. Depth of mystery. Being unknown. / To be known. Having been solved.

(12)

Mobility. Vigor. Vitality. Dynamism. Exuberance. Bouncing. / Calmness.
Calmness. Immobility.
Rapidity. / Laid-backness.

Nimbleness. / Heaviness.

(13)

Intelligence. Clarity. Comprehension. / Unclearness. Antinomy.

(14)

Magnitude. Magnificence. Boldness. Awesomeness. / Smallness. Fineness.
Delicacy.

Strength. / Weakness.

Infinity. / Existence of limits.

(15)

Softness. Softness. Gentleness. / Rigidity.
Laxity. Laxity. / Severity. Tightness. Firmness. Tension. Austerity.
Flexibility. / Formality. Being coherent.

Decisiveness. Strength of determination. Strength of will. / Weakness of will. Avoiding decisions. Easy to change.
Consistency. Inertia. / Repeated changes. Changing sides. Being opportunistic.

(16)

Brightness. Light. Brilliance. Dazzling. Glittering. / Darkness. Depth of darkness.

Warmth. / Coldness.

Dryness. / Wetness.

(17)

Sharpness. / Roundness.
Angularity. Unevenness. To be sharp. Protruding. / Smoothness. Roundness.
Flatness.
To stand out. To be flashy. To be flamboyant. / Sober.
Cuteness. / Ruggedness.

(18)

Seriousness. Seriousness. / Amusingness. Amusingness.

(19)

Dangerousness. Seductiveness. / Safety.

(20)

Openness. / Closure. Exclusivity.

Openness. Exposability. Exposure. Exposability. Overtness. /

Confidentiality. Confidentiality.

(21)

Wholeness. A bird's eye view of the whole. / Partiality. Picking up the parts.

(22)

Abundance. Wealth. Richness. / Poverty.

Luxury. / Frugal.

Wastefulness. / Saving.

Generosity. / Money-grubbing.

(23)

Richness of response. / Unresponsiveness.

Emotionality. Richness of emotion. Passionality. / Calmness. Ruthlessness.

Emotionlessness.

Richness of expression. / Expressionlessness.

Sexiness. Sexual attractiveness. Sexual seductiveness. Sexual pleasure.

Sexual climax. / Sexual insensitivity. Being sexless. Being gender-free.

Being genderless.

Each theory.

The stage. Equipment. The trick.

1.

Summary.

Scale or size.

Motion or variation.

Hue and brightness.

2.

Location of the stage.

Front.

Center.

3.

Shape of the stage.

(3-1)

Edge.

Center.

(3-2)

Circle shape.

Square.

(3-3)

Whether or not there is an overhang to the audience seats.

(3-4)

Wide.

Narrow.

4.

Gimmick of the stage.

Example.

Rotation of the entire stage.

The appearance of a hidden device or character.

Rising to the top.

Use of multiple floors.

Confinement in a cage and release from the cage.

Opening the doors of private rooms all at once.

5.

Location of the stage.

(5-1)Room.

Stage.

(5-2)Outdoors.

The roof of a high-rise building.

Under the starry sky.

Outdoor square.

Outdoor sandy beach.

Outdoor rocky beach.

In front of a fancy coffee shop.

6.

The atmosphere of the stage.

(6-1)

Bright atmosphere. Daytime atmosphere. Sunny atmosphere.

Dark atmosphere. Evening or night atmosphere. Cloudy, rainy and snowy atmosphere.

(6-2)

Cold atmosphere.

Warm atmosphere.

Scorching atmosphere.

(6-3)

Glamorous atmosphere. Popular atmosphere.

Desolate atmosphere. Rough atmosphere. Dark atmosphere. Dangerous atmosphere.

(6-4)

Tempting atmosphere.

7.

Composition of the stage.

(7-1)

Overhang or extension to the audience. Its extent. The size of the area.

Close interaction with the audience. Whether it is possible or impossible.

8.

Characteristics of the stage.

(8-1)

Lighting.

(8-1-1)

Characteristic light colors. Conspicuous light colors. Using them.

(8-1-2)

Changes in the color of light.

Flashing of light.

Changes in rays of light.

Rays of light following a character.

(8-1-3)

Rows of light. Its formation.

(8-1-4)

Devices of lighting. Its types.

///

Flames.

Fireworks.

Lights.

Torches.

Electric lights.

Spotlights.

Sunlight.

(8-2)

Windows.

(8-2-1)

Feature windows.

Stained glass.

(8-3)

Moving gimmicks.

(8-3-1)

Rocket launch.

(8-3-2)

Moving flames.

(8-3-3)

Colored paper and petals and confetti and dancing.

Snowfall and rainfall.

(8-4)

Walls and furniture.

(8-4-1)

The splendor, sobriety, and serenity of colors.

(8-4-2)

Design styles.

(8-4-2-1)

Old things.

New. Contemporary.

(8-4-2-2)

Western style.

Japanese style.

(8-4-2-3)

Residential style. Living room.

Office style.

(8-5)

Furniture.

///

Color. Color matching.

Softness and firmness.

Size.

Cuteness.

Degree of armor.

Music.

(1)Classification of types.

Melodies.

Sound effects.

Musical Instruments. Instrumental Tones.

(2)Personality traits.

(2-1)

Light or dark.

Serious or comical.

Tense or relaxed.

(2-2)

Fast or slow.

Lively or quiet.

(2-3)Cultural background.

Western, East Asian, or Japanese origin?

(2-4)

Composer's characteristics and personality.

Camera work.

1.

General discussion. Perspective of analysis.

What part of the stage or character's movement sequence should be cut out and magnified for filming?

Or, at what point in time should you move your viewpoint to capture a bird's eye view of the entire stage?

What kind of effect will this have on the finished video?

2. Each theory. Classification.

(2-1)

Shooting the entire stage. Overhead view.

Shooting of a specific part of the stage.

(2-2)

Shooting from a distance.

Shooting from close up.

(2-3)

Batch shooting of all characters.

Shooting of multiple partial characters.

Photographing only one character.

(2-4)

Photographing a character singing.

Filming a character making large physical movements.

Secondary shots of adjacent accompanying characters.

Filming of characters in motion.

Shots of characters interacting with each other or interacting with each other.

(2-5)

Frontal shot.

Rear view.

Side view.

From the ceiling.

Overhead shot.

(2-6)

(2-6-1)

Full-body shots of the character.

(2-6-2)

Partial shots of the character's body.

(2-6-2-1)

Sorting by character's body.

///

Face shots.

Shooting of the torso.

Clothing shots.

Footage.

Focusing on hands, fingers, and toes.

(2-6-2-2)

Shoot only the parts of the character's body that are moving.

///

Facial movement shots.

Shooting the movement of hands, arms, and legs.

Shooting spatial movement.

(2-7)

Microscopic shots.

Wide shots.

(2-8)

(2-8-1)

Close ups.

Close-ups.

Emphasis.

(2-8-2)

Moving away from the subject.

(2-8-3)

Shooting with parallel movement.

(2-9-1)

Shooting with a fixed point of view.
Moving the viewpoint here and there.

(2-9-2)

///

Shooting with the viewpoint moving upward.
Shooting with the viewpoint looking up.

///

Shooting with the viewpoint moving downward.
Shooting from a point of view looking down.

(2-9-3)

Shooting from a specific direction.

///

Shooting from the front.
Shooting from the left.
Shooting from the right.
Shooting from above.
A shot from below.

(2-10)

Gradual change.
Rapidly changing. Sudden shooting.

(2-11)

Shifting perspective and focus.

///

Shooting with slow movement.
Shooting with high-speed movement.

(2-12)

Switching screens.

Switching between multiple camera perspectives.

(2-13)

Video editing and stitching.

///

The cutting of footage in order to limit and align the length of time of a video within a certain range.

Takes and shots at different dates and timings for each scene.

Target age range for game music videos.

Older characters. Younger characters. What they say and do in the lyrics. From this, determine the expected age of the game's target audience.

Characters.

Key analytical perspectives. Summary.

1.

Number of people.

(1-1)

One person or many people?

2.

Attire.

(2-1)

Costumes.

Decorations.

(2-2)

Hue.

Patterns.

Texture of the fabric.

(2-3)

Ease of movement.

(2-4)

Matching or separate?

3.

Movement.

(3-1)

Gestures and choreography.

Interaction with music and lyrics, and reflection of meaning.

(3-2)

Stationary or moving.

Low speed or high speed?

One person? Group or collective? All?

4.

Singing.

(4-1)

Solo or shared?

(4-2)

Linkage to the character's voice quality.

///

Loudness of voice.

Fineness of voice.

Movement of color and brightness of the voice.

(4-3)

Interaction with the character's facial expressions.

///

Movement of the singing expression.

(4-4)

Lyric content.

///

Light or dark?

Serious or comical?

Lively or quiet?

(4-5)

Linkage to the composer's or lyricist's characteristics and personality.

5.

Ensure a diversity of character personalities.

Make it possible for viewers to find at least one favorite character they like.

Clarification of classification criteria for this purpose.

Static characteristics. General discussion.

1.

Age.

///

Older or younger?

Child or adult?

2.

Appearance.

///

Hair color, length, shape, and decoration.

Facial expression, appearance, and movement.

Height, weight, and body shape.

Movement of the body.

3.

Physiological, psychological, and social background.

///

Rich or poor in origin, upbringing, and orientation.

Whether your roots, upbringing and orientation are urban or rural.

Are your interests athletic or cultural?

Whether your roots, upbringing, and orientation are domestic or foreign.

4.

Psychological and social characteristics.

///

Is your personality serious or entertaining?

Is your personality aggressive or reserved?

Is your personality extroverted or introverted?

Is your personality experienced or naive?

Is your personality friendly or high-handed?

Is your personality friendly or cuddly?

Is your personality an honor student or an outlier?
Is your personality mature or childlike?
Is your personality masculine or feminine?
Is your personality a leader, a follower, or a loner?

5.

Voice quality and voice characteristics. Singing characteristics.

///

Is the voice high or low?
Is the voice thin or thick?
Is the voice clear, smooth, coarse, or husky?
Is the voice rich or faint?
Is the voice stable or unstable? Does the voice have a unique charm brought about by its instability?
Is the voice loud or quiet?
Lung capacity. Inhale and exhale a lot.
Is the voice masculine or feminine?

7.

Sexual attraction.
(For female characters.)

(7-1)

Nature of attraction.

///

Sexiness.
Virginity.
Duttiness.

(7-2)

Sources of Attraction.

///

Face and hair.

BWH number.

Voice.

Costume.

Facial expressions.

Body movements.

8.

Hobby setting.

///

Whether the hobby is outdoors-oriented or indoor-oriented.

Static characteristics. Each theory.

The character's formation. Its classification.

1.

Character's face.

(1-1)

The shape of the face.

///

(1-1-1)

Round face. Circular face.

Square face. Vertical face.

(1-1-2)

Angular faces. A face like a chess piece.

Smooth faces without angularity.

(1-1-3)

A thin face.
Fat face.

(1-1-4)
Small face.
Big face.

(1-1-5)
Young face.
Mature faces.

(1-2)
Eye shape.

///

Circular eyes. Eyes that are long and narrow. Eyes that are elongated horizontally. Square-shaped eyes.

Eyes that are pointed horizontally. Eyes that are wide at the top and narrow at the bottom. Eyes that are wide at the top and wide at the bottom. Eyes that are narrow at the top and wide at the bottom.

Whether there is a protrusion at the corner of the eye or not.

Is the distance between the eyes close or far?

Whether the eyes are open or closed. Whether the eyes look at each other or not. Whether they wink or not.

(1-3)
Eyebrow shape.

///

Whether the eyebrows are thin or thick.

Whether the eyebrows are lifted, flat, or full.

(1-4)
Nose shape.

///

Whether the nose should be minimized or made prominent.

(1-5)

Shape of the mouth.

///

Should the mouth be open or closed?

Widen the mouth or open it smaller?

Whether to loosen or tighten the mouth.

2.

Character's hair.

(2-1)

Is it short or long?

Is it full or short?

Is it sharp or round?

Is it wide or narrow?

Is it tied or untied?

Knitted or unknitted?

(2-2)

Curly or straight?

Permed or straight?

Is it shrunken or stretched?

(2-3)

Open downward or closed?

Upward opening or closing?

(2-4)

Color as is or dyed?

Is the dyeing full or partial?

Visual impression of the character. Its classification.

1.

Character's face and impression.

(1-1)

(1-1-1)

Tightness.

Relaxed.

(1-1-2)

Tense. Full of determination. Nervous.

Laid-back. Softly hands-off.

(1-2)

Lively. Aggressive. Aggressive.

Calm. Meekness. Weakness. Reticent.

(1-3)

Childish.

Mature.

(1-4)

Bright.

Dark.

(1-5)

(1-5-1)

Simple and unsophisticated.

Sophisticated.

(1-5-2)

Straightforward.

Skillful in bargaining. Back and forth.

(1-5-3)

To be ordinary. To be ordinary.

Smart. Intelligent. To be excellent.

(1-6)

Excited.

Calm.

(1-7)

Full of joy, anger, sorrow, and pleasure. Rich in emotion. Expressive.

Calm and cool. Emotionless. Expressionless.

2.

Character's hair and impressions.

(2-1)

Long. Rich. Flowing. Heavy. Difficult to move. Indoor orientation.

Short. Lightness of body. Easy to move. Active. Like to exercise. Outdoor-oriented.

(2-2)

Spaciousness.

Narrowed. To be closed. Tied up.

(2-3)

Decorating. Taking time and effort.

To be unpretentious. To be plain.

(2-4)

Wearing glasses.

Not wearing glasses.

(2-5)

Coloring. To be dyed.

Not dyed. To be a bare color.

Classification of character's voice quality.

1.

(1-1)

High.

Low.

(1-2)

Rich. Smooth.

To be thin. Coarse. Husky.

(1-3)

Transparent.

Cloudy.

(1-4)

Colorless.

Pre-colored.

(1-5)

(1-5-1)

Sweet.

Spicy.

(1-5-2)

Round.

Sharp.

(1-6)

Deep inhalation. Clear breath.

Shallow inhalation. Inconspicuous breathing.

(1-7)

High tension. Turning over. Golden cut voice.

Calmness.

(1-8)

Being flirtatious.
Being blunt.

(1-9)
To be young.
To be mature.

(1-10)
Being cute.
Beautiful.
Boyish.

(1-11)
Gorgeous.
Stoic. Sober.

(1-12)
Easy-going. To be well-behaved.
Seriousness.

Link the feeling of the music to the character's personality.

A character who is often in charge of serious songs will have a serious, strict, stoic, and tight personality.

A character who is often in charge of fun songs will have a happy, amicable, rich, and relaxed personality.

Character. Their characteristics in terms of video expression.

1.
Facial movements.

(1-1)

No expression.

Smile. Smiling.

Serious face. Angry face.

Enraptured face.

(1-2-1)

Opening the eyes wide.

Closing the eyes.

To open the eyes halfway.

To blink the eyes.

Moving the pupil of the eye from side to side.

(1-2-2)

Opening the mouth wide. Showing teeth.

Closing the mouth.

(1-3)

Does the facial expression remain the same throughout or does it change in various ways?

2.

Movement of the body.

(2-1-1)

No movement, standing still.

Large movements. Moving with all one's might.

To move minutely. To move in small increments.

To move vigorously. To move constantly.

(2-1-2)

To move in space. To walk. To run.

To jump up. To jump down.

To move the hands, arms, shoulders, legs, and groin. To move the tips of the hands, fingers, or toes. To grip the tips of the hands or fingers.

To move the torso.
To move the waist.

(2-2-1)
To widen.
To contract.

(2-2-2)
To open.
To close. To align. To beat.

(2-3)
To rotate.
To protrude.
To bend. To bend forward. To bend backward. To fold.
To bend over. To stretch.
To bend over.
To sway.

(2-4)
To strike a pose with the whole body.
To combine hands and arms to make a shape.

3.
Interacting with other characters.

(3-1)
Interacting with other characters in movement.
Interacting with other characters.

(3-2)
Approaching another character.
Contacting another character.
Leaving another character.

(3-3)

To form a formation with another character.

Signaling to another character.

Moving in the same direction as another character.

(3-4)

Making eye-to-eye contact with another character.

Hand-to-hand contact with another character.

4.

Number of people.

(4-1)

Only one person appears and sings by himself/herself.

More than one person appears, but one person sings and the rest move silently in the background.

Multiple people singing.

Singing by more than one person.

To make an offer to sing alone among several people.

(4-2)

One person. Two people. Three people. Four to five people. About ten people. A few dozen people.

5.

Roles.

(5-1)

Main. Center. Front side. Upper side. There must be independent singing by one person.

Sub. Periphery. Back side. Lower side. There must be independent singing by each person or a chorus.

Mob. Background. To sing in chorus. No singing.

(5-2)

Whether there is a role change in the middle of the song or not.

Role changes for all or some members.

(5-3)

To dance or not to dance.

The same dance or a different, unique dance. A mixture of the two or just one of them?

(5-4)

Teams. Formation or formation.

(5-4-1)

Not to form a line, but to be in pieces.

(5-4-2)

To form a line.

(5-4-2-1)

One row. Multiple rows.

A straight line. A row of straight lines with bends. A row of curves. Rows of circles. Closed, angular columns such as squares and hexagons.

(5-4-2-2)

Whether or not there is a change in the shape of the column in the middle. Whether there is movement of the formation or not.

(5-4-3)

Whether to skip the process of changing the formation in the process of editing the video or to use the whole process without editing.

Do you want to prepare multiple patterns of formation in advance, create each as a separate video, and then edit and combine them? Or, do you want to use a single pattern of formation and leave the video unedited?

6.

Interaction.

(6-1)

Looking at each other.

High-fiving each other's hands.
Holding each other's hands.
Mixing with each other in space.

(6-2)

To move with each other.
Performing the same action with each other.
To move in formation with each other, each moving separately, but as a whole, in harmony and cohesion.

(6-3)

To move in groups with each other.
Moving in the same direction as a group of people.

7.

Clothing of the body.

(7-1)

Pants.
Skirts.
The difference between long and short of them.

(7-2)

Ruffles. Bulges.

(7-3)

Colors.

(7-4)

The degree of closeness to the body.

(7-5)

Gorgeousness.
Sober.

(7-6)

Hard. Mechanical.

Softness.

(7-7)

Plain clothes.

Uniforms.

(7-8)

Uniform for all.

Only a few are uniform.

Disparate.

(7-9)

If the stage background is colorful, the colors of the clothes should be harmonious and uneven, like the three primary colors.

If the stage background is monochromatic, the clothing should be the same color for everyone.

Character movements and choreography. Their meanings.

Expression of size and scale. Spreading the arms wide and waving them around.

Expressions of emotional impact. To put both hands together at the heart.

Expression of a goal in life. To extend one fingered arm forward and upward.

Expression of being active. To move one's arms and legs vigorously and move widely.

Expression of firm determination. To draw both arms and fingers tightly against the chest. A firm grip on the tips of the hands and fingers.

The appeal of character design. Sample examples.

Series name of the video to be rated. The Idolmaster Million Live! Theater Days.

Body part to be evaluated. The superiority of the character's face in modeling.

Features of Attraction.

///

The eyes and pupils should be round enough.

Eyes and pupils should be large enough.

The whites of the eyes and the pupils should be sufficiently large.

Clarity, brilliance, brightness, and cleanliness of the eyes.

Clarity of eye movement.

The freshness and moisture of the eyes and gaze.

The smoothness of the face is good.

A clean and clear face.

Little protrusion of the face.

No harshness in the face.

No unnecessary ornamentation of the eyes or face.

No excessive make-up on the face, as if the face were covered in face powder.

The face and eyes should be clean and uncluttered.

No unnecessary components that detract from the aesthetics of the face, such as a realistic nose.

Classification of the effects of music.

1.

Classification of music.

(1-1)

Light or dark.

Major or minor?

(1-2)

Serious or comical?

Serious or fun?

(1-3)

Lively or quiet?

(1-4)

Fast tempo or slow tempo?

2.

Classification of lyrics.

(See Story Classification.)

3.

Classification of singing.

(3-1)

Division of roles.

(3-1-1)

Main singing.

Sub-singing.

Background chorus and shouting.

(3-1-2)

Singing with others.

Singing alone.

(3-2)

Singing style.

(3-2-1)

Singing in a normal voice.

Singing loudly. Shouting out loud. Doing it for a long time.

To sing in a whisper. Singing in a whisper. Only moving your mouth.

(3-2-2)

Singing quietly.

Singing actively.

(3-2-3)

Singing too fast.

Singing slowly.

(3-2-4)

Singing only phrases in the native language.

Singing phrases in a foreign language.

(3-3)

Singing voice and pitch.

(3-3-1)

Wide or narrow singing voice or pitch.

High or low singing voice or pitch.

(3-3-2)

Steady or unstable singing voice or pitch.

(3-3-3)

Is the singing voice or pitch clear or unclear?

Is the singing voice or pitch clear or cloudy?

(3-3-4)

Fluency or faltering of singing voice and pitch.

Visual effect of the video.

1.

Overall video.

(1-1)

Emphasis on the dynamic of movement. Emphasis on the size of scale.

Emphasis on the fineness of the movement. Emphasis on the sensitiveness of the movement. Emphasis on quietness.

(1-2)

Emphasis on being the object of attention. Emphasis on the narrowing of the field of view. Close-up view. Partial view.

Emphasis on the width or breadth of the field of view. Bird's eye view.

Overall view.

(1-3)

Emphasis on movement; emphasis on moving around.

Emphasis on immobility; emphasis on the mood to stay in place.

(1-4)

Emphasizes the degree of degree.

(1-4-1)

Emphasis on large. Emphasis on smallness.

Emphasis on the strong. Emphasis on Weakness.

Emphasis on Heavy. Emphasis on Lightness.

(1-4-2)

Emphasis on lightness. Emphasis on positivity. Emphasis on hope for the future. Emphasis on success. Emphasis on fraternity. Emphasis on being good friends and companions. Emphasis on the richness of affection.

Emphasis on darkness. Emphasis on inescapable fate. Emphasis on hostility.

(1-4-3)

Emphasis on warmth.

Emphasis on coldness. Emphasis on coolness. Emphasis on coldness.

Emphasis on heat. Emphasis on burning. Emphasis on burning. Emphasis on Heat.

Emphasis on the season.

(1-4-4)

Emphasis on the mood to be together.

Emphasis on the feeling of being alone.

(1-4-5)

Emphasis on Pleasure.

Emphasis on stoicism.

(1-4-6)

Emphasis on Richness of Emotions.

Emphasis on calmness.

(1-4-7)

Emphasis on beauty. Emphasis on cuteness. Emphasis on gorgeousness.

Emphasis on refinement.

Emphasis on dirtiness. Emphasis on roughness. Emphasis on wildness.

Emphasis on desolation.

(1-4-8-1)

Emphasis on positional control. Emphasis on consistency and formation of the line.

Emphasis on non-control of positions. Emphasis on disjointedness, freedom, and variability of positions.

(1-4-8-2)

Emphasis on movement control. Emphasis on uniformity of movement.

Emphasis on non-control of movement. Emphasis on disjointedness, freedom, and spontaneity of movement.

(1-4-8-3)

Emphasis on formality. Emphasis on eventfulness.

Emphasis on casual.

(1-4-9)

Emphasis on calmness.

Emphasis on being in a high mood. Emphasis on aggressiveness. Emphasis on liveliness.

(1-4-10)

Emphasizing Seriousness. Emphasis on Seriousness.

Emphasis on Enjoyment. Emphasis on the excitement of the mood.

(1-4-11)

Emphasis on Surprise. Emphasis on suddenness. Emphasis on Unexpectedness. Emphasis on suddenness.

Emphasis on being normal.

(1-4-12-1)

Emphasis on Elevated Mood.

Emphasis on Calmness of Mood.

Emphasis on depression of mood.

(1-4-12-2)

Emphasis on openness of mood.

Emphasis on closedness of mood.

(1-4-12-3)

Emphasis on the ups and downs of the overall mood. Emphasis on the unity of everyone's mood.

Emphasis on individuality of mood. Emphasis on the disparity of moods among individuals.

(1-4-13)

Emphasis on being aligned. Emphasis on unity. Emphasis on harmoniousness. Emphasis on complementarity.

Emphasis on separateness. Emphasis on individuality.

Emphasis on the effect of putting separate things together.

2.

Character.

(2-1)

Emphasis on sexual attraction. Emphasis on sexual attraction. Emphasis on sexual motion. Emphasis on sexual shape. Emphasis on sexual expression. Emphasis on sexual attire.

(2-2)

Emphasis on physical attractiveness. Emphasis on height. Emphasis on slimness.

(2-3)

Emphasis on age.

Emphasis on being older. Emphasis on being younger.

Emphasis on being old enough to wear a school uniform.

(2-4)

Emphasis on social status and position. Emphasis on maid uniforms.

Emphasis on idols' uniforms and costumes.

Assignment.

**Limitations and problems of game music videos.
Measures to mitigate them.**

Limitations in game production.

Unavoidable corners to be cut in game production.
How to make them less noticeable.
The actual situation.

(1)

In many cases, all the characters perform exactly the same physical actions and facial expressions as if they were stamped on the screen.
The camera work reduces the unnaturalness.

Camera work techniques to reduce such unnaturalness.

(1-1)

Reduce the amount of time spent showing the simultaneous actions of multiple characters.
Allow as much time as possible to show only one person's actions at a time.
Change the individual characters to be photographed frequently.

By doing so, the content of (1-1-1) below should be shown as if it were (1-1-2) below.

(1-1-1)

In reality, the same physical actions and facial expressions are performed simultaneously by all characters.

(1-1-2)

The actions must be unique to the character.

(1-2)

Only a specific spot of the entire stage should be photographed with a limited magnification.

By doing so, only the simultaneous actions of a small number of characters should be shown.

By doing so, the following should be realized.

Uniformity of movements among all characters.
Reduce the degree to which it is noticeable.

(1-3)

Simultaneous movements of all characters.

During the simultaneous actions of all characters, the perspective and zoom level of the shooting.

While filming all the characters, the perspective and zoom level should be changed one after another.

By doing so, the novelty of the image should be maintained somehow.

(2)

The use of the same content over and over again.

However, this problem also occurs in live performances and recordings of music by real people.

(2-1)

There is a limit to the number of different costumes a character can wear.

As a result, the following events may occur.

The same costume can be used in different videos or for different characters.

A sense of déjà vu in the content.

Lack of novelty in the content.

(2-2)

There is a limit to the number of characters.

As a result, the following events may occur.

The same character appears repeatedly in different videos.

The hair, facial expressions, and singing voice of the character are used repeatedly.

A sense of déjà vu occurs in the content.

Lack of novelty in the content.

(3)

When the characters in the same song are replaced.

The actions performed by the replaced character are identical to those performed by the character before the replacement and are uniform.

In this case, the only essential difference is the voice of the voice actor singing.

In this case, the only essential difference is the voice acting.

Watching game music videos. What are some of the challenges it poses as a hobby?

As a hobby, unfortunately, it is likely to remain stagnant for some time to come.

There is a big possibility that its demand will not grow much for some time to come.

The reasons.

(1-1)

For those who play the original game.

You need to use a high performance smartphone or tablet to generate video with high resolution.

(1-2)

For people who do not play the original game.

The inability to view the video in high resolution without downloading the video.

However, it is difficult to download the video for this purpose.

The reason.

The company that runs the video site deprecates the act.

The computer settings for downloading are complicated and difficult to understand.

(2)

You cannot watch the video in high resolution.

The video cannot be viewed on a large screen.

I don't know the true value of the wonderful contents.

However, it is difficult at present to provide such an environment for viewing.

(2-1)

Playback of high-resolution video on a large screen.

This requires a high-performance computer and a high-resolution monitor.

However, these are expensive and hard to come by at present.

Conclusion.

**Evaluation of video. How high it is. Its greatness.
Its overall summary.**

1.

Individual evaluation.

(1)

Stage Design.

///

Originality.

Magnificence.

Beauty.

The glittering.

The elaborateness of the trick.

(2)

Character.

(2-1)

The design of a character.

///

Cuteness.

Cleanliness.

Goodness of clean feeling.

Elaborate deformations.

High sex appeal.

Clear individuality of each character.

(2-2)

Character movements.

Body movements.

Hair and facial movements.

(2-2-1)

Summary.

///

Flesh-and-blood, active, detailed, full-body, bodily movement actions.

The perfection of its reproduction.

Realism down to the smallest detail.

It must be dynamic.

High expressiveness.

Perfection of synchronization of physical movements between characters.

(2-2-2)

Choreography of body movements.

Its expression.

///

Surprising.

Novelty.

Diverse.

Sharpness.

Fluid.

Beautiful.

(2-2-3)

Realization of body movements.

///

High level of physical expression by the dancers.

Excellent realization of the choreography by such dancers.

Perfect recording and reproduction of such high level dance expression by CG.

(2-3)

Character costumes.

Realization of the following in the design and expression.

///

High degree of cleanliness.

A high degree of beauty.

A high degree of attention to detail.

A high degree of polish.

High degree of craftsmanship.

High degree of perfection.

High degree of decorativeness.

High degree of individual expression.

(2-3-1)

Interaction between the character's movements and the costume.

///

Realization of natural movement of the costume worn by the character.

Ease of costume changes by the character.

Perfect fit of the costume worn by the character to the character's body movements.

(2-4)

Character singing.

///

Good control of the singing.

Good voice quality.

Clarity of each character's personality.

High degree of synchronization between singing and body movements.

(3)

Camera work.

///

Various movements on stage.

Various expressions on stage.

The key points in terms of their contents.

Pinpointing and capturing them.

To capture them without omission.

To capture them from various perspectives.

Capture them by switching them instantly.

Perfectly succeeding in realizing the above contents.

The work has such a high degree of sophistication.

(4)

Video footage.

///

Polished down to the smallest detail.

High definition.

High quality.

High degree of perfection.

Examples.

Character's physical movements.

Costume expression.

2.

Overall evaluation.

///

A highly elaborate, high-grade, moving work of art.

A cultural heritage of great and important content that should be passed on to future generations.

Reference.

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providing videos.

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(As of June 2022.)

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All the books I've written. A list of them.

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Reference.

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